

FIG. 1

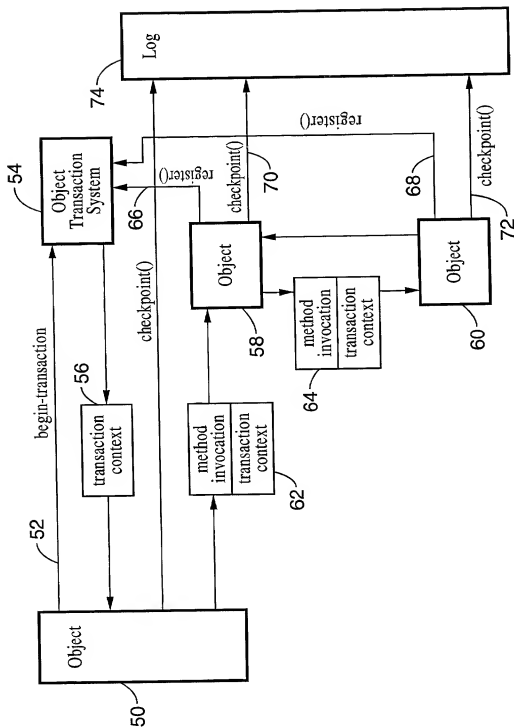


FIG. 2

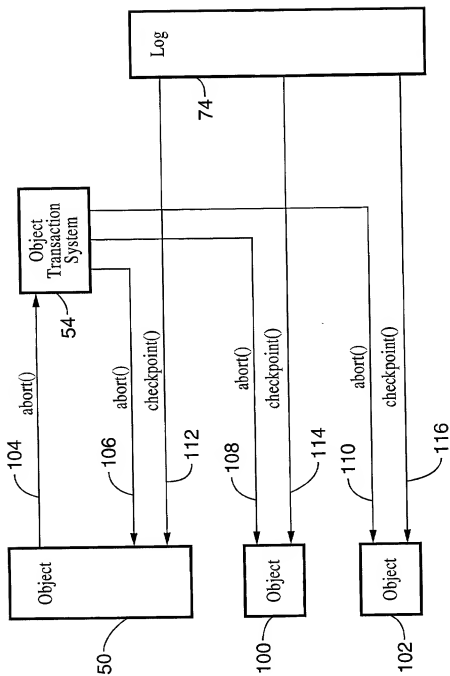


FIG. 3

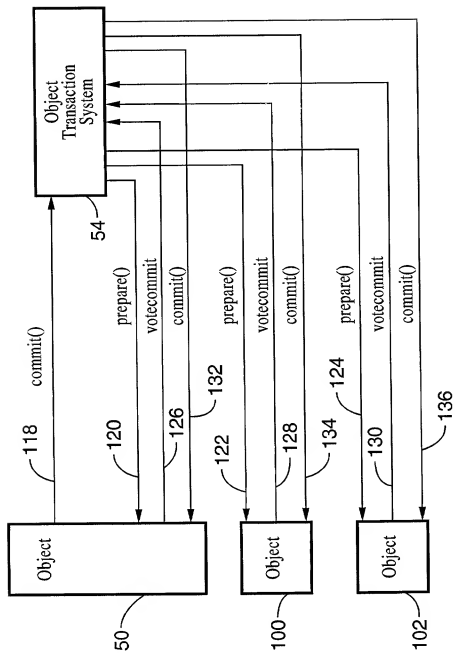


FIG. 4

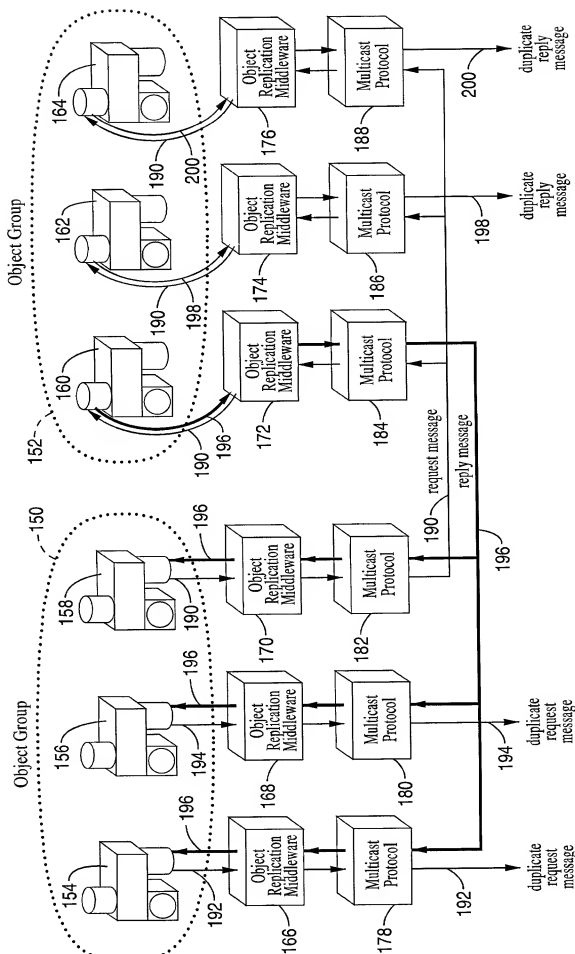


FIG. 5

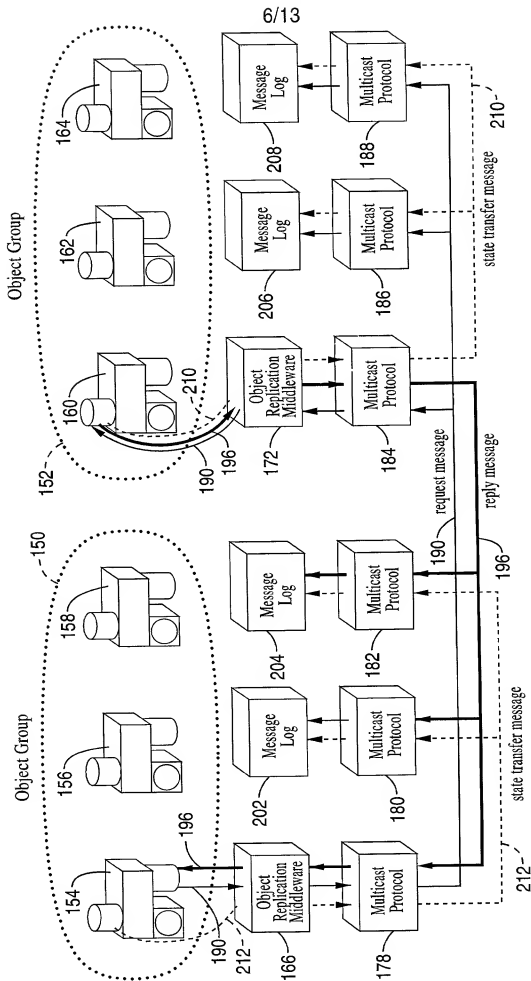


FIG. 6

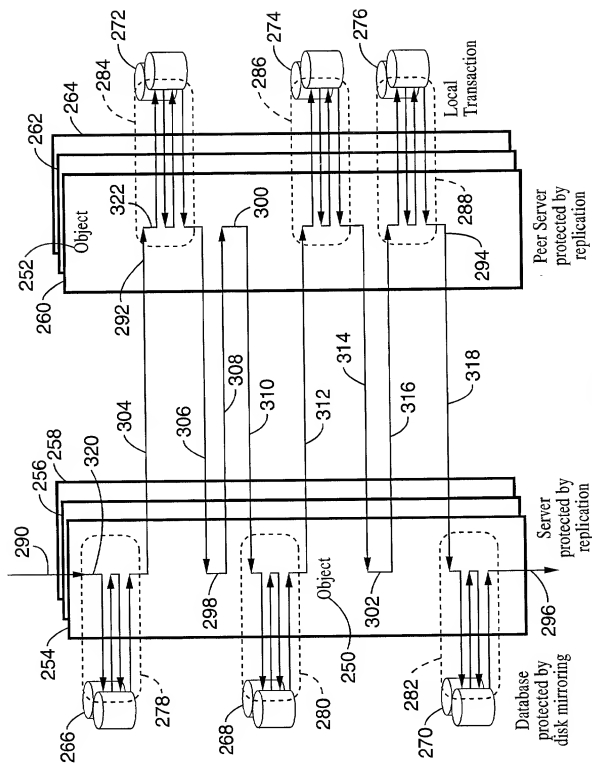
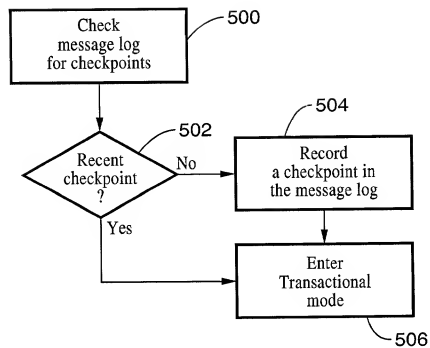


FIG. 7

	Client object C	Server object S	Action of Networked Enterprise Server (NES)
Case 1	not in any transaction	not in any transaction	NES passes C's request message to S for processing—400
Case 2	not in any transaction	in transaction T _s	NES queues C's request message until transaction T _s commits and terminates—402
Case 3	in transaction T _c	not in any transaction	if C and S are within the same fault tolerance domain then NES passes C's request to S which enters the transaction—404 else NES rejects C's request—406
Case 4	in transaction T _c	in transaction T _s	if T _c = T _s then NES passes C's request to S which processes C's request—408 else if C and S are within the same fault tolerance domain then NES queues request message until transaction T _s commits and terminates, and then NES passes C's request to S for processing—410 else NES rejects C's request—412
Case 5	—	Server object S	server object S enters new transaction—414

FIG. 8

**FIG. 9**

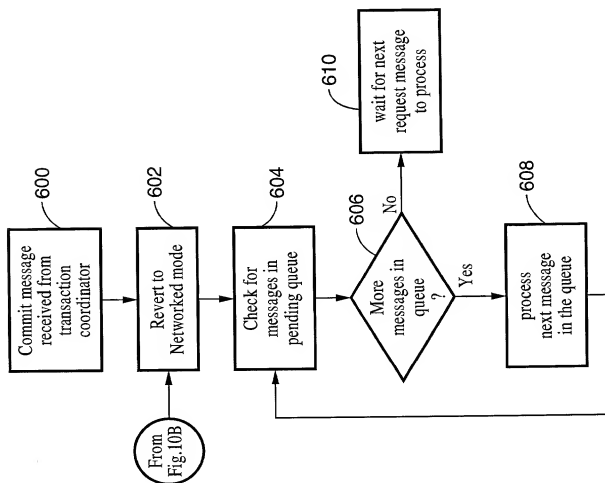


FIG. 10A

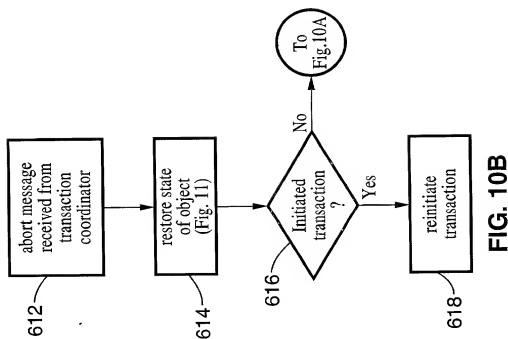


FIG. 10B

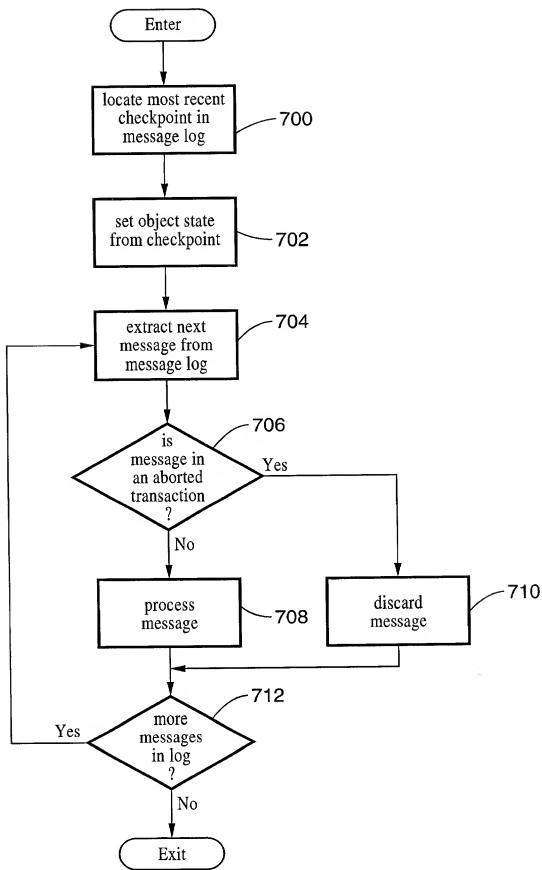


FIG. 11

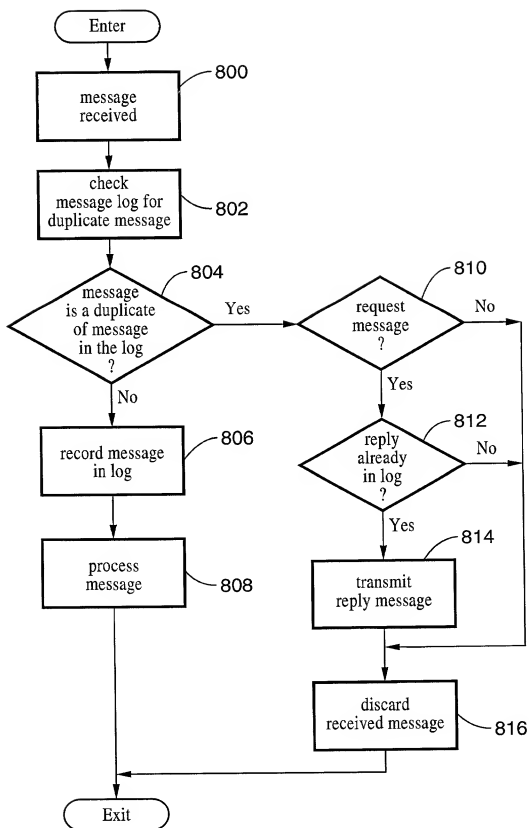


FIG. 12

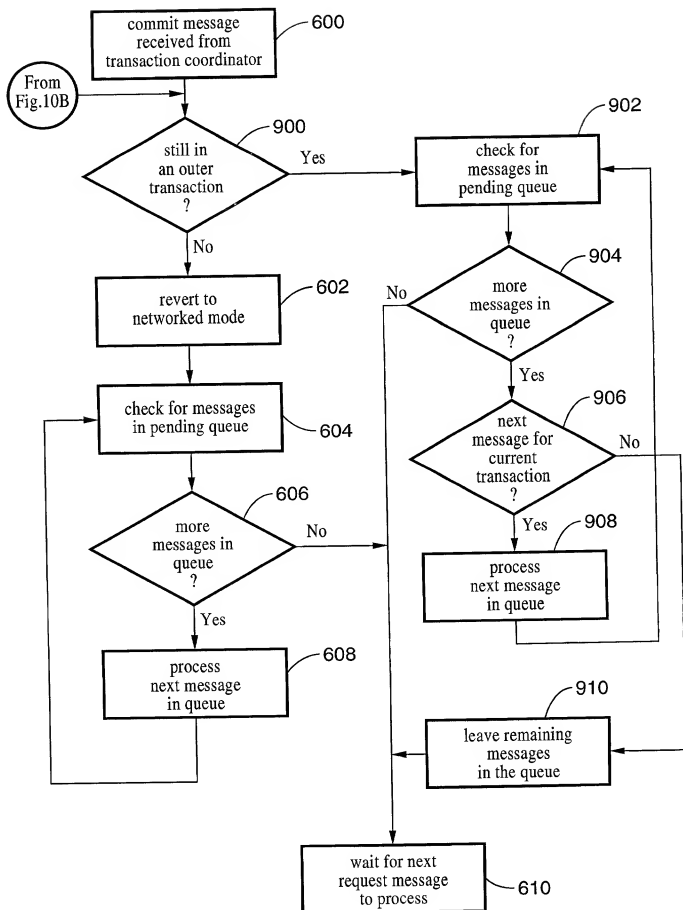


FIG. 13